Disgaea™ 2

Cursed Memories

NIS America

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

The netherworlds?
An evil world prevailing throughout the universe.
Those with evil hearts live by their evil instincts.
A land of confusion and chaos

Power was held by those called Overlords
They ruled, annihilated, reconstructed, split apart
and expanded until there were millions of worlds
filled with unending chaos.

And now,
The darkness of the netherworlds
will soon envelop another world...

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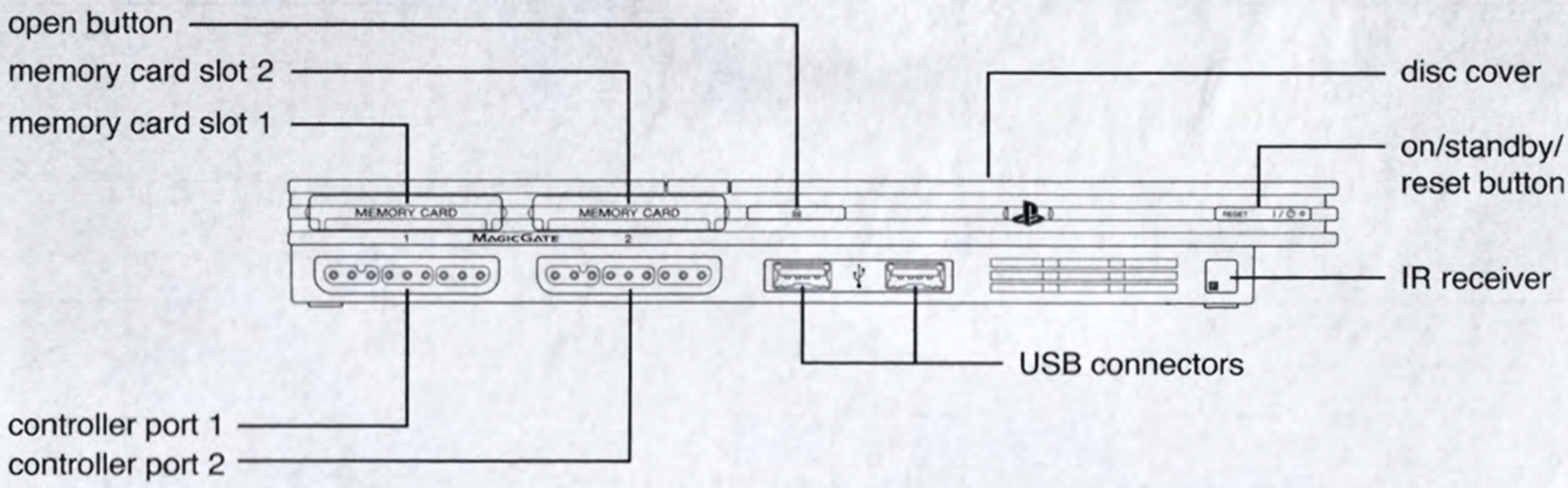
Setting Up



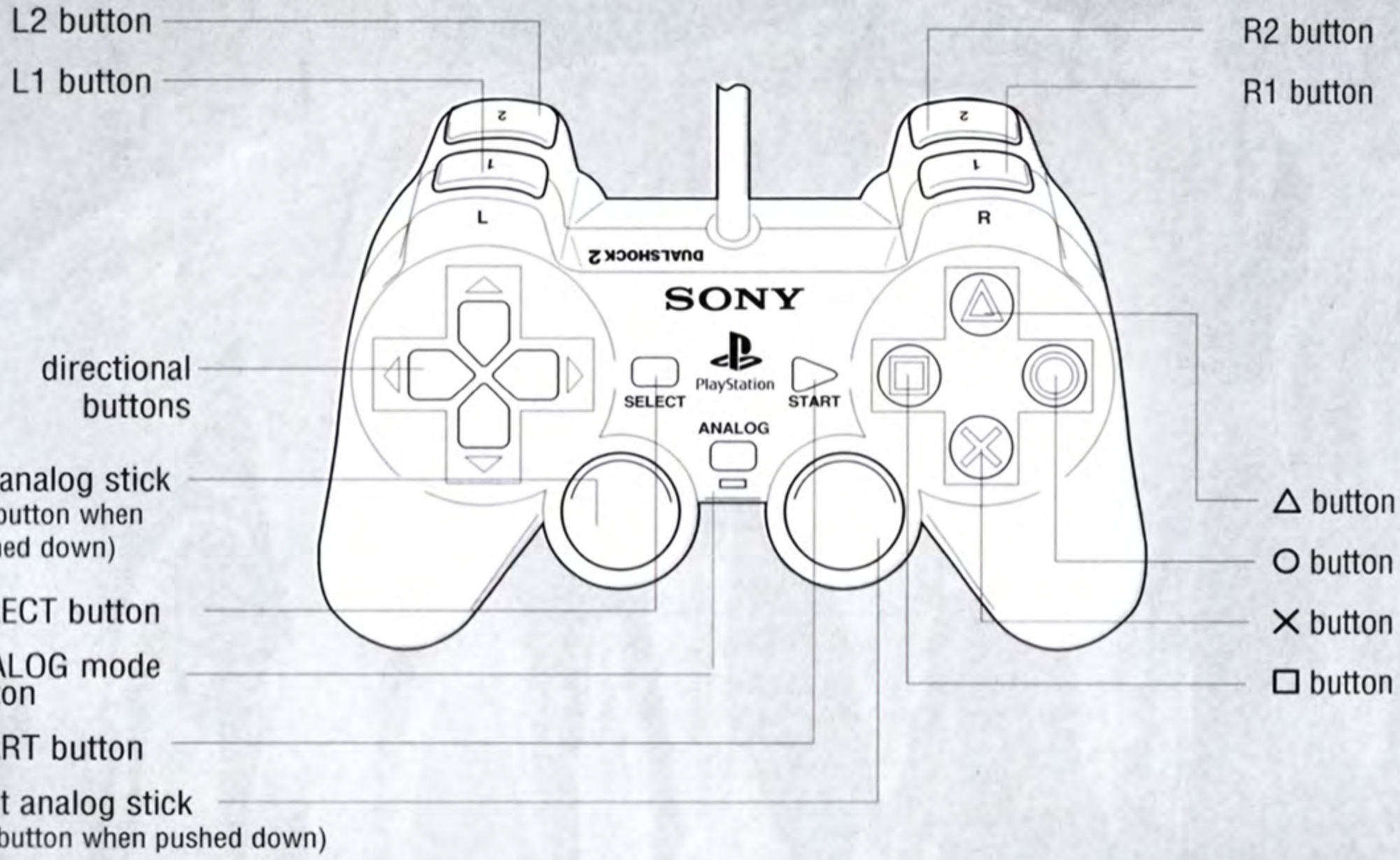
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the **Disgaea 2 : Cursed Memory** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripheral, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

Starting Up

DUALSHOCK®2 analog controller



	Base Map Commands	Battle Commands
× button	Confirm, Skip Dialogue	Confirm, Bring up Commands
○ button	Cancel, Jump	Cancel
△ button	Bring up Main Menu	Bring up Main Menu
□ button	Switch Page on Status Screen	With the cursor on a friendly target, hold button and change which direction the character is facing with the Directional Pad
directional button	Character/Cursor Movement	Character/Cursor Movement
left analog stick	Character/Cursor Movement	Character/Cursor Movement
right analog stick	Not Used	Not Used
L1 button	Turn Map Counter-Clockwise	Turn Map Counter-Clockwise
R1 button	Turn Map Clockwise	Turn Map Clockwise
L2 button	Zoom In/ Zoom Out	Zoom In/ Zoom Out
R2 button	Not Used	Move Cursor to Character who has not taken Action
START button	When entering a name, Shortcut to "Confirm"	Not Used
SELECT button	When entering a name, randomly generates a name (p.19)	GeoPanel Display On/Off
ANALOG mode button	Switches between analog mode and digital mode	
LED	When red (analog mode), the left analog stick becomes useable.	

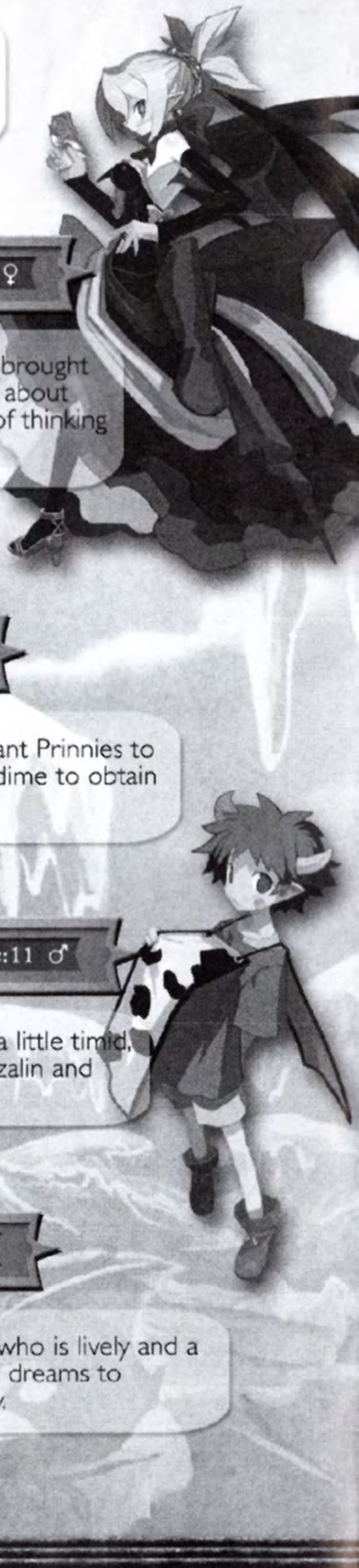
- This software is compatible with the DUALSHOCK®2 analog controller. But the right analog stick is not used.
- The red LED Display will light up (analog mode) red when the ANALOG mode button is pushed, but this software is not compatible with the right analog stick and vibration ability.
- The controls are same on the DUALSHOCK®2 analog controller as on the DUALSHOCK®2 analog controller.
- This software is only compatible with the controller port 1.
- On the Status Screen, if it is displayed on more than one page, the L2 and R2 Buttons will allow you to scroll through the pages.

Characters

Adell

Age:17 ♂

He stands to fight against Overlord Zenon to turn his family back to human form. He has a very strong will, and swears on his life to keep the promises he makes.



Rozalin (Rozy)

Age:17 ♀

The daughter of Overlord Zenon. She was brought up in a private mansion and knows nothing about the outside world, and has a different way of thinking from any other human or demon.

Etna

Age:1473 ♀

A Demon Lord who travels with her servant Prinnies to find the legendary Overlord Zenon in Veldime to obtain the title of "God of all Overlords."

Taro

Age:11 ♂

Adell's little brother. A little boy who is a little timid, but also a little sarcastic. He admires Rozalin and eventually comes to adore her.

Hanako

Age:9 ♀

Adell and Taro's little sister. A little girl who is lively and a little precocious. She admires Adell and dreams to become a strong, sexy demon someday.

Axel

Age:2188 ♂

Former Infamous Dark Hero. He used to be popular on TV and movies, but now he is just a host for the Travelling Channel. He thinks he is still very popular, and cannot let go of his past glory.

Tink

Age:15 ♂

Rozalin's childhood friend and a servant of Zenon. According to him, he is a beautiful young man, but was turned into a frog-like thing. Usually he is obedient, but when he snaps, he can be very troublesome.

Overlord of another netherworld (Overlord Laharl)

Age:1316 ♂

An overlord that rules a netherworld that is different from Veldime. A very selfish and egoistically "I-am-the-ruler-of-everything" kind of person. Currently in a feud with his vassal, Etna.

Prinny

Faithful(?) servants hired by Etna. Although treated horribly by a selfish master, because of their care-free personality, it seems their servant-master relationship is okay.

Fallen Angel Flonne

Age:1512 ♀

An angel who is apprenticing to become a fallen angel in Laharl's world. A clutzy love maniac who tries to cover everything up with love. She also loves Hero Animes and Special Effect Movies.

Yukimaru

Age:20 ♀

A kunoichi (girl ninja) who is on a secret mission. She believes that the spirit is the most important thing to a ninja, and always says "zam" at the end of her sentences.

Classes

Fighter (M)

Although lightly equipped, their ability to control power flow to harden their body and wield swords allows Fighters rapid sword attacks. Being well balanced between offense and defense makes them key in battle.

Fighter (F)

It is said that there is only a one-in-a-thousand chance of having the talent to become a female fighter. Therefore, those who seem to have the talent are taken in by a first-class female fighter for training at a young age to be taught survival techniques.

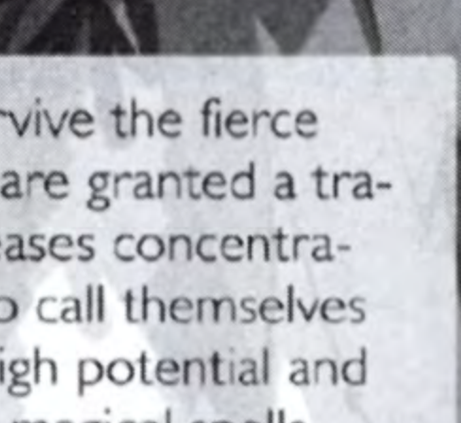
Magician (M)

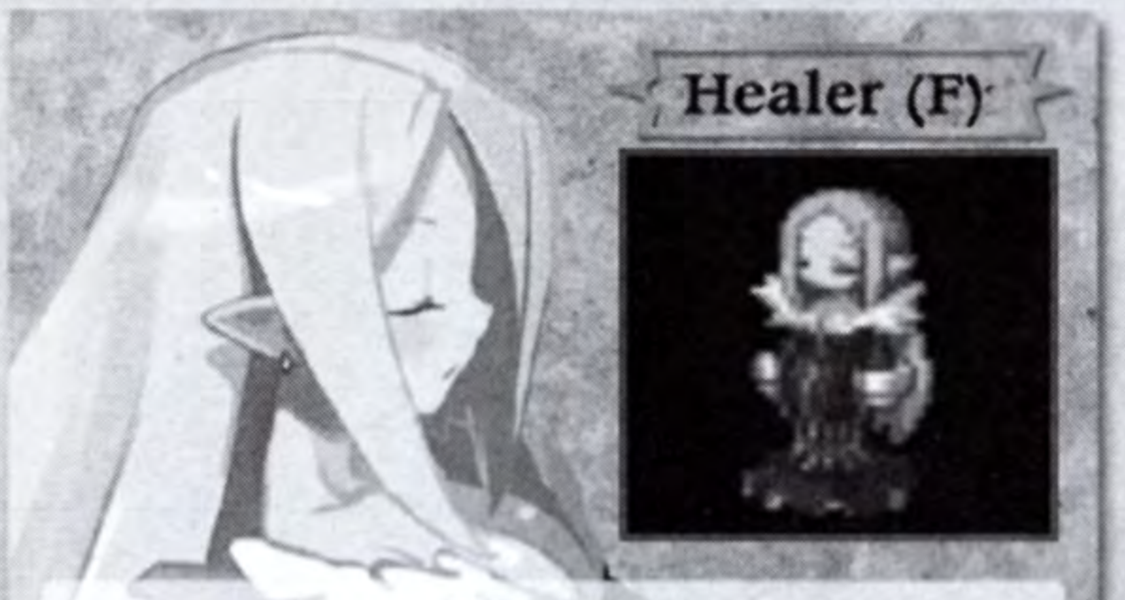
Only the boys who survive the fierce academic competition are granted a traditional robe that increases concentration, and are allowed to call themselves Magicians. They have high potential and are able to learn many magical spells.

Magician (F)

Many girls who are born demons have a natural ability for becoming a magician. The giant ribbon serves as an antenna to absorb magical powers from the atmosphere, and can also retrieve knowledge about magic without having to study.

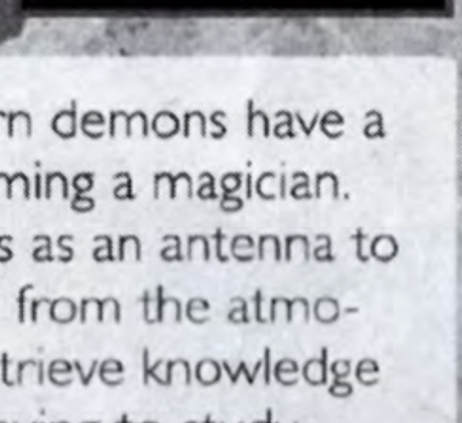
Healer (F)





Their ancestors are known to be fallen angels who were banished from the heavens, and are said to have spread the knowledge of healing throughout the netherworlds. They feel that they can prove their existence by healing others.

Thief



In a demon's society, theft is recognized as a traditional technical field from ancient times. Their skills of stealing, not just monetary objects, but things that are not visible to the eye like their opponent's emotions, hold inifnite possibilities.

There are more unique classes too.

✦ Certain characters can only be made after you complete a certain requirement. Try finding those too.

Ninja (M)

Their job is mostly assassination, and they complete their missions with a cool attitude. Their tough bodies and their original combat skills known as Ninpo are marvelous. They follow strict commandments and are very loyal to their masters.

Ninja (F)

They may look beautiful, but they are assassins with murderous intentions. Although they may not have as much physical strength as the male ninja, their speed is unrivaled. They are very loyal, and have been appointed as guards to the royal families.

Geomancer

Old men who have the ability to control the land formation. Although he may be hard to deal with, they are strong allies to those who understand their abilities and the importance of Geo Symbols.

Archer

They specialize in the bow, and have a type of foresight ability that can accurately tell them the strength and direction of the wind by listening to wind spirits.

Sinner

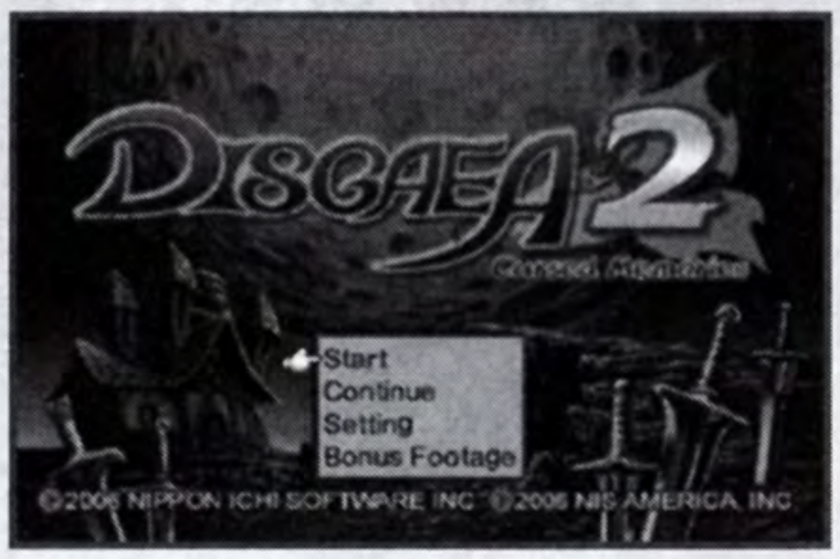
Those who have commited an especially atrocious crime in the netherworld are called Sinners. Because they are kept imprisoned in a special jail, they are only allowed to fight with their bare hands.

Beastmaster

First-Class Breeders who specialize in training demonic beasts. Their abundant knowledge and skill are used soley for the purpose of creating the greatest demon ever.

How to Start the Game

When starting up the game, the title screen will display the game modes.
If you are starting from the beginning, select "New Game." If you want to load a saved game, select "Continue" and choose your save data.



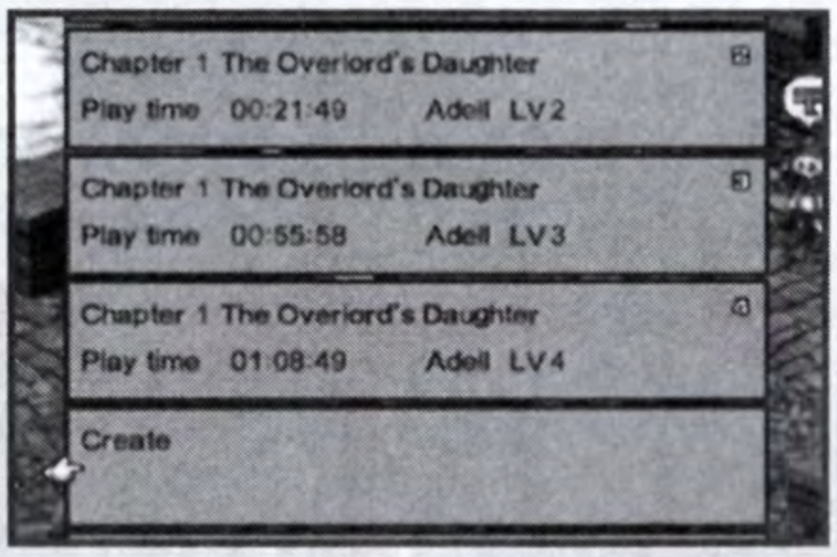
✦ In order to properly start up the software, it will take about 10 seconds for the game to load. When resetting the game, use the "Quit" option on the Main Menu to omit this loading time to come back to the title screen.

Saving and Loading

Use the Memory Card (8MB)(for PlayStation®2) to save game progress. The save file will require at least 523KB of empty space on the card.

Open up the Main Menu on a Base Map such as in Holt Village, and select "Save."
If you are saving new data, select "New Data" and push the X Button. If you are overwriting the save data, select the data box and confirm.

On the title screen, select "Continue" to load a previously saved game and resume gameplay.


Chapter 1 The Overlord's Daughter
Play time 00:21:49 Adell LV2
Chapter 1 The Overlord's Daughter
Play time 00:55:58 Adell LV3
Chapter 1 The Overlord's Daughter
Play time 01:08:49 Adell LV4
Create

✦ Overwriting save data will result in the loss of the overwritten data.

✦ Saving requires the Memory Card (8MB)(for PlayStation®2). Only the Memory Card Slot 1 is compatible. Set the Memory Card into Slot 1 prior to saving.

✦ Do not do the following while saving:
1. Push the main power switch.
2. Push the On/Standby/Reset Button.
3. Pulling out/in the Memory Card (8MB)(for PlayStation®2).

Please be aware that these actions may result in the loss of data.

BEGINNER Game Flow

This beginners section is an explanation of basic knowledge needed to progress through the game.
Here, a vague version of the basic game flow is explained.

Start Chapter 1

▼

An Event Occurs!

The story progresses as events are triggered.

▼

Base Map Movement

Starting in Holt Village, you can freely move around the Base Map. Here, you can buy or sell items, use the hospital, visit the Dark Assembly, go to the Item World, and collect information. You can also save here. Talking to the "Dimension Guide" will allow you to move on to a different area map.

▼

Area Map Selection

Talking to the Dimension Guide will take you to the Area Map Selection Screen. Once you select a map and enter the battle, you will not be able to return to the Base Map until you win. We recommend you heal your characters and save (p.8) prior to entering an Area Map.

▼

Fight through the Area Map

By going through demos and battles, you will continue to conquer the maps.

▼

Defeat All Enemies to Clear Map

You will clear the map by defeating all enemies. If your characters that are on the field (max 10 characters) all die, it is Game Over.

▼

End Chapter 1

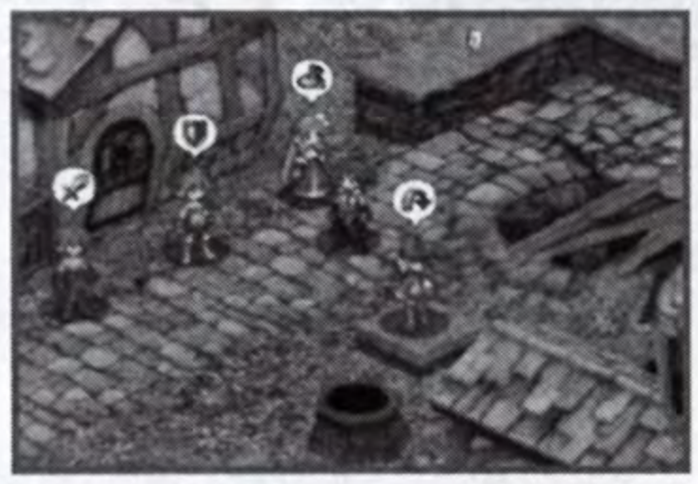
Basically, repeating this game flow will allow you to progress through the game. The story consists of 13 Chapters. But the ending may change, depending on how you play.

BEGINNER

Base Map Actions

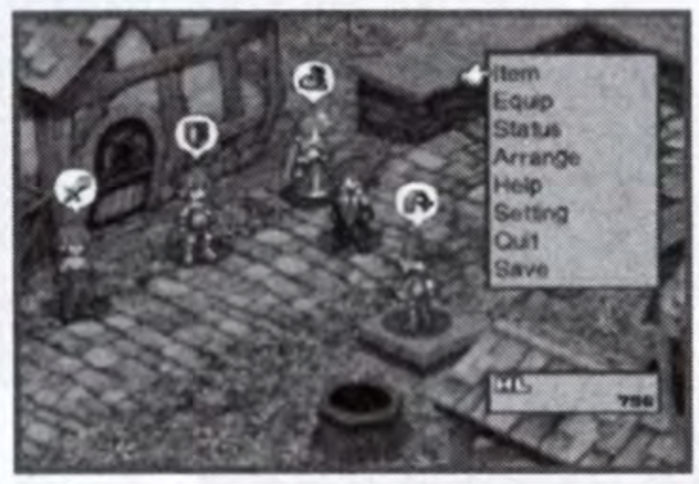
In the Base Map, such as Holt Village, you can control the main character Adell and talk to the residents and do some shopping.

Character Controls on the Base Map



Left ANALOG Stick/ Directional buttons	You can move the main character, Adell.
O Button	Adell will jump.
X Button	Walk up to a resident and push the X button to start a conversation with them.
L1 / R2 Button	Change the camera angle.
L2 Button	Zoom the camera in and out.

Commands on the Base Map



Press the △ Button on the Base Map to display the main command menu, as follows.

Item	Check and organize your items by choosing where to place it (Item Bag/ Warehouse).
Equip	Check or change equipment on you characters.
Status	Check the status of your characters.
Arrange	Arrange your characters "by yourself" "by level" "human type priority" or "monster type priority".
Help	Find out about basic fighting knowledge, mostly on combat.
Setting	You can switch the cursor mode, or change the gameplay environment. (p17)
Quit	This will reset the software and return you to the title menu. If your game is not saved, it will reset without saving, so be aware.
Save	Save your game progress. (p8)

HL	Displays the current amount of money (hell) you have.

✦ There are 24 slots in the Item Bag, and 512 slots in the Warehouse for items.

BEGINNER

Lets Prepare for an Adventure!

Shopping

On the Base Map, you can talk to the weapon merchant, armor merchant, and general merchant to do your shopping.
In order to buy items, you will need [Hell (Money)].
When buying equipment, you can try them on before you buy. Compare it with your current equipment to make things easy.

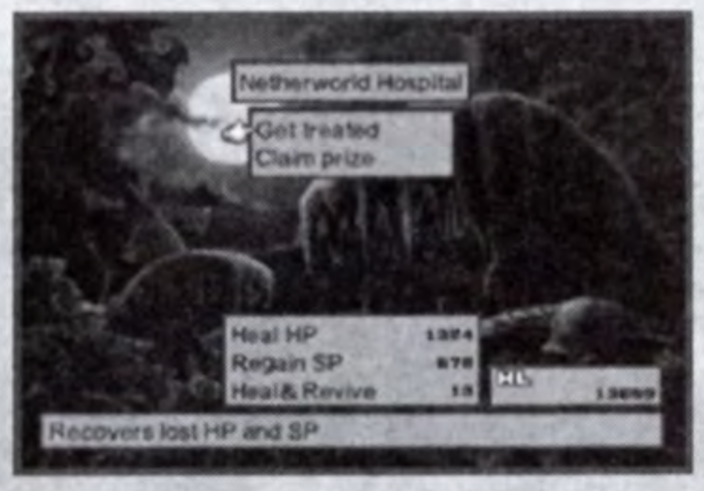
Weapon Merchant — Mainly sells items that will increase attack powers. Also sells staves for magician type characters.

Armor Merchant — Mainly sells items that will increase defense powers. If approved by the Dark Assembly, you may be able to buy accessories such as glasses (increase accuracy).

General Merchant — Mainly sells healing items for use during battle.

Product Rank	The product quality sold by the merchants differ by Product Rank. If the Product Rank increases, the price will increase, but so will the strength and quality of the product. Changing the Product Rank can be done with the Assembly by suggesting "I want more expensive stuff" or "I want more cheap stuff" (You need to have them pass it).
Customer Rank	By continuing to shop, you can increase the Customer Rank. The Product Rank mentioned above can be increased up to the Customer Rank.

Netherworld Hospital

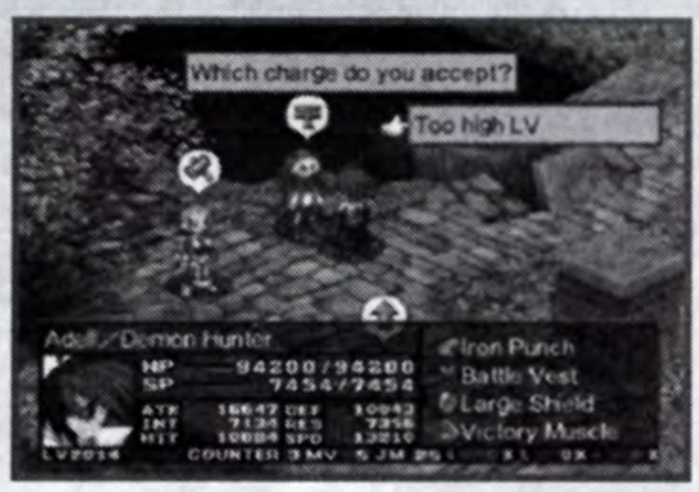


By paying Hell (Money), you can recover lost HP and SP.
If you use it often, they will begin to offer you free gifts.
Select the item you want and press the ✕ button to receive your free gift.

Dimension Guide

When you want to get out of the base map to travel to the area maps, talk to the Dimension Guide.
Also, if you want to skip the event conversation, press the △ Button when you select the area map.

Post Officer



When the player (you) commits a crime, the Dark Court will send a subpoena to the Post Officer. Accept the subpoena and go to the Item World. When you go to Court in the Item World of that subpoena, you will receive a felony in your honor.

Receiving a felony is a medal of honor for demons. There are many crimes such as "Too many murders" or "Pitching Prinnies." Keep commiting crimes to build your reputation.

✦ See "The Dark Court is Now in Session!" for details. (p.32)

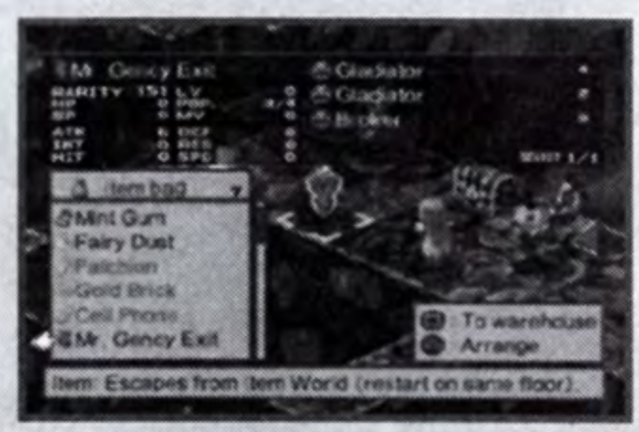
Item World Guide

All items have a world called the "Item World" within them. The Item World Guide will navigate you to this Item World.

Item World Guide Menu	
Go to Item World	Select an item in your inventory and go into its Item World.
Move Residents	Moves the Innocent you have submitted to another item.
Combine Residents	Combines the Innocents with the same jobs.

Objective of going to the Item World

The number one reason of going to the Item World is to make the item more powerrful. Items also have levels, and for each stage in the Item World you clear, the item will gain 1 level. You can only go back to the base map after clearing 10 levels. But there is an item called a "Mr. Gency Exit" which will allow you to escape from the Item World.



Notorius

There are residents in the Item World as well. Most are called "Notorius" and are evil residents, so get rid of many as you can.

Innocent

In contrast to the evil residents Notorius, the good residents are called "Innocent." They are labeled in the item's status as "Gladiator" or "Sentry". This means that somewhere in the Item World, there is an Innocent that will raise the "ATK (attack)" and "DEF (defense)" of your item. Normally, they are only there to slightly make the item better, but by going to the Item World and defeating them, they will work harder to make that item even better.

Caution when Entering the Item World

We recommend that you save before entering the Item World. Also, if you want to enter the weapon or accessory you have equipped, you will need to take it off. (Since you are entering that item's world, you will not be able to take it in with you.)

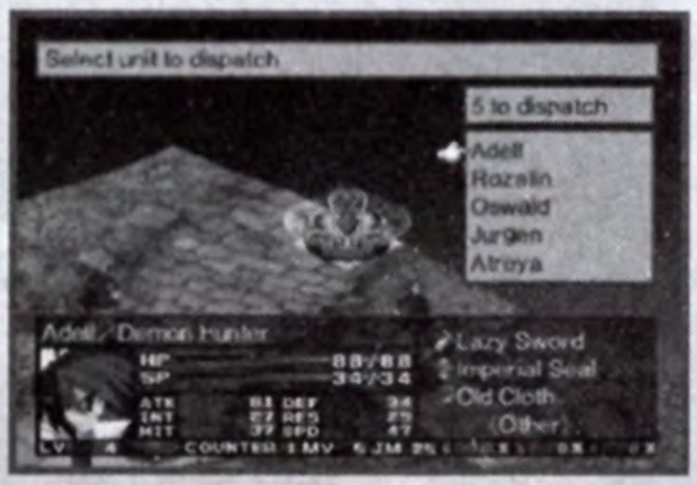
✦ See "Play Through the Item World" for details. (p. 30)

BEGINNER To Battle!

Talk to the Dimension Guide and select the Area Map to enter battle. Here, the basic controls for the battle map are explained.

How to send your allies out to fight

By moving the cursor to the Base Panel and pressing the ✕ Button, you will be able to see a list of all your characters.



Select the character you want to fight with by moving the cursor to that character and pressing the ✕ Button. This will show that character on the battle map. If you make a mistake and send out the wrong character, just go to him/her and press the ○ Button to bring him/her back to the base panel.

About the Battle Commands

Here, the commands (to your friendly characters) used in battle are explained. To send a command to your character, set the cursor on that character on the battle map and press the X Button. The following commands will be displayed, so tell them what you want them to do.

Move

Move freely within your character's movement range.

Attack

This will make the character do his/her normal attack.
Selecting this command will not immediately make him/her attack. To excecute the command, bring up the menu with the △ Button and select "Execute" or "End Turn." The "Execute" command will make all characters who have been commanded actions to take those actions. The "End Turn" command will make all characters who have been commanded actions to take those actions, and then move on to the enemy's turn.

Special

This will make the character use his/her special move that he/she has learned.
There are 3 types of special moves:

- **The character's unique special move.**
- **A special move learned from the weapon that is being used.**
- **Magic spells that most magic caster characters learn to use.**

Using the Special Move will use up SP (skill power).

Defend

For that turn only, defense is increased. But the chance to counter attack will decrease.

Lift / Throw

You can lift friendly and enemy characters who you are standing next to. Select the "Throw" command while lifting a character to decide which direction and how far you want to throw them. "Lift" and "Throw" is a single move, so you can do this in the same turn. Also, if you end your turn while lifting up an enemy, you will take damage from his weight, so be careful. (Lifting a friendly character will not cause damage).

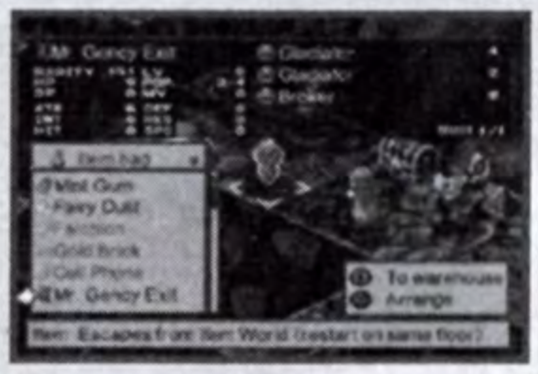
- ✦ Monster type characters such as the Prinny cannot use these commands. (But they can be lifted and thrown)
- ✦ Prinnies will explode when thrown, so be careful.

Ascend (✦Only useable on stages with the Dark Sun)

You will charge into the Dark Sun and challenge it to a fight. If the character that challenges the Dark Sun wins, the effects of the Dark Sun will stop. But they will not be able to return to the battle map so be careful. The enemy may also ascend to the sun, but they do not fight the sun. Instead, they allow level ups for the remaining enemies that are still on the map.

Item

You can use items stored in the Item Bag.
Use recovery items that can heal your HP (health) and SP (magic), or use the "Mr. Gency Exit" to escape from an Item World.

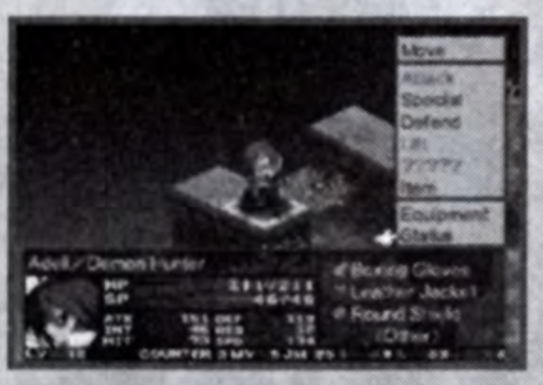


Equipment

Changes the equipment on your characters. You can switch weapons and accessories with what you have in the Item Bag. You cannot switch weapons and accessories that are in the Warehouse, so prepare accordingly.

Status

Check the status of your characters.

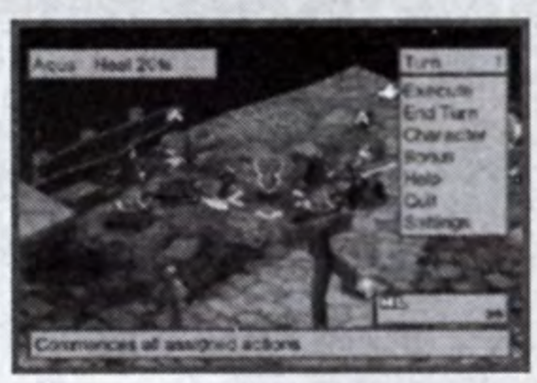


- ✦ In 1 turn, each character can only "Move" once, and "Attack" "Special Move" "Guard" "Lift/Throw" "Ascend" "Item" or "Equip" once.
  (You can "Lift" and "Throw" right after the other in one turn)
- ✦ You can check the Status and items in the Item Bag as many times as you want.

Battle Menu

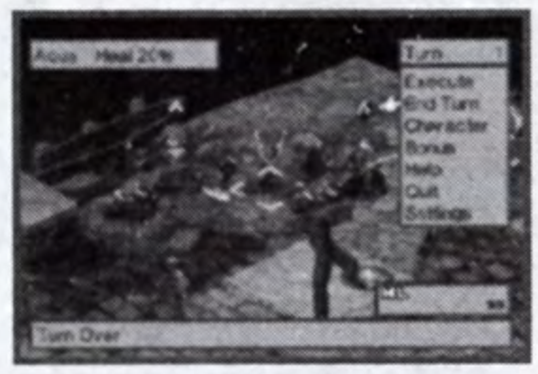
Execute

All characters that have been commanded an action will take those actions. They will go in the order they were commanded.



End Turn

After all the characters that have been commanded an action take those actions, your turn will end and will switch over to the enemy's turn.

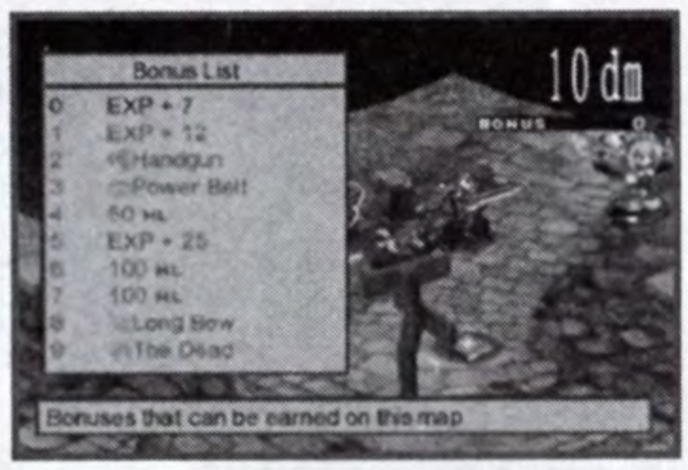


Character

All characters (friend and enemy) who are on the area map will be listed by name. By selecting the character on the list, the camera and cursor will move to that character.

Bonus

Displays the bonus you will get from clearing the area map. The Bonus List corresponds to the Bonus Gauge at the upper right of the screen. If the Bonus Gauge fills to 1, you will get the bonus listed as 1 on the Bonus List. The Bonus Gauge will fill when you attack an enemy.



Help

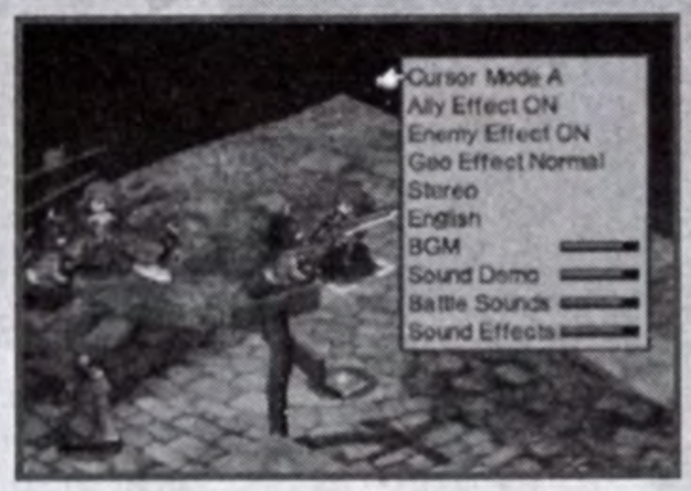
You can see the explanations on the basics of battle. If you're a beginner, you should read this once.

Quit

This will reset the software and return you to the title screen. If you did not save, game progress will be lost and reset, so be careful.

Settings

You can select different settings. Using the directional pad, press up/down to select the setting you want to change, and press left/right to change the settings. The O Button will end the Setting options.



Cursor Mode	When using the directional pad on the area map, this option will change the moving direction of the cursor. Cursor Mode A will move the cursor to the far left, Cursor Mode B will move the cursor to the far right.
Ally Effext Display On/Off	Turning this option Off will shorten the fighting moves of friendly characters.
Enemy Effect Display On/Off	Turning this option Off will shorten the fighting moves of enemy characters.
Geo Effect Display	Select between Normal and Quick for the Geoeffect.
Stereo/Mono	Switch between Stereo and Mono for the sound.
BGM Volume	Adjusts the background music volume level.
Demo Voice Volume	Adjusts the character voice volume in the demo (conversation).
Battle Voice Volume	Adjusts the character voice volume in battle scenes.
Sound Effect Volume	Adjusts the sound effects volume.

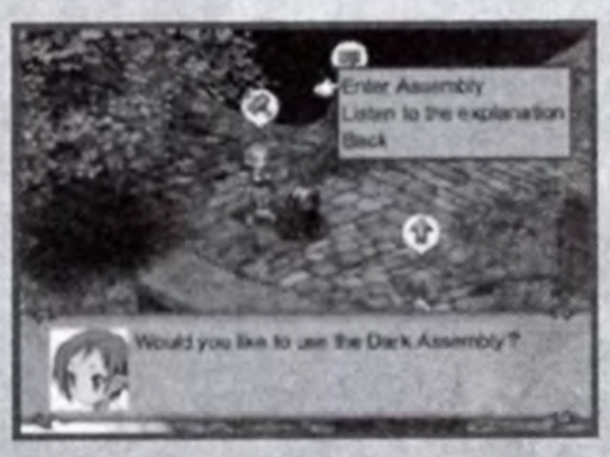
BEGINNER

Get an Apprentice! (Making Characters)

This is an explanation of how to create helpful apprentices for battles.

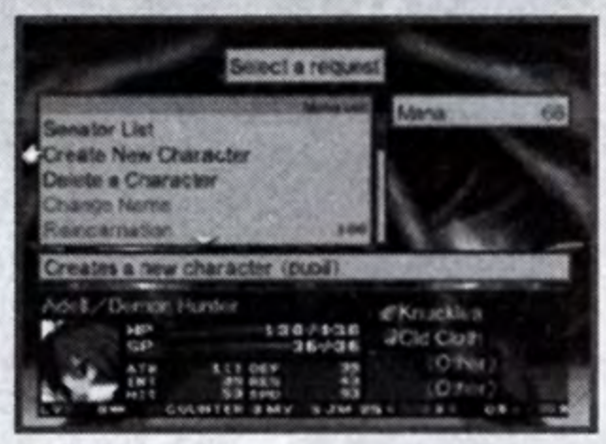
Step1

First, talk to the Dark Secretary and enter the Dark Assembly.



Step2

Select the character you want to use to gather the Assembly and then select the agenda "Make a New Character." Making a new character means that the character who gathered the assembly will become a master, and is going to receive a new apprentice.

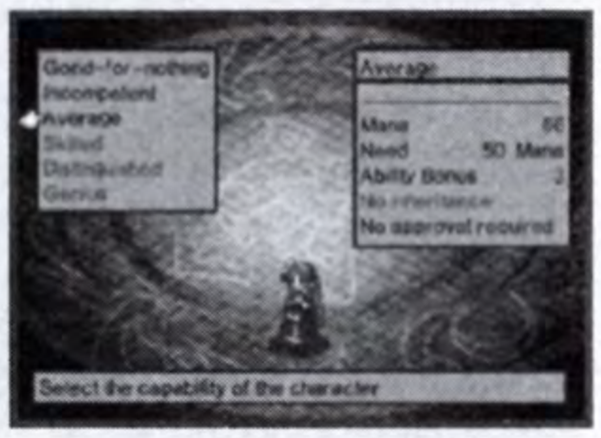


Step3

Select the apprentice's "Class" ("Job").

Step4

Select the apprentice's "Potential."
"Distinguished" and "Genius" will need to be approved by the Assembly. Potentials that do not need to be approved by the Assembly will only require mana. The higher the potential, the more bonus points you can distribute to their stats.

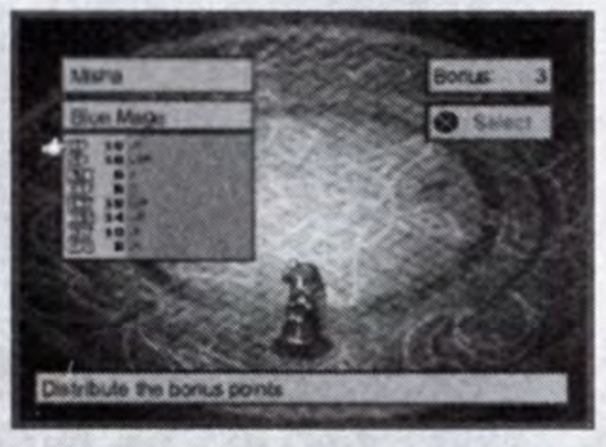


Step5

Enter the apprentice's name.
If you want a random name, press the SELECT Button. It will automatically enter a name for you. If you do not like that name, press SELECT until you get one that you like. When you decide on a name, select "Done."

Step6

Distribute the bonus points for the apprentice's skill potential .
You can spread the points around the skills until the bonus is 0. You can strengthen the characteristic that the class excels in, or you can reinforce the weakness of the class.



✦ In the case of "Good-for-nothing," the bonus is negative so you must adjust the negative to 0, which means that you have to lower the base stats.)

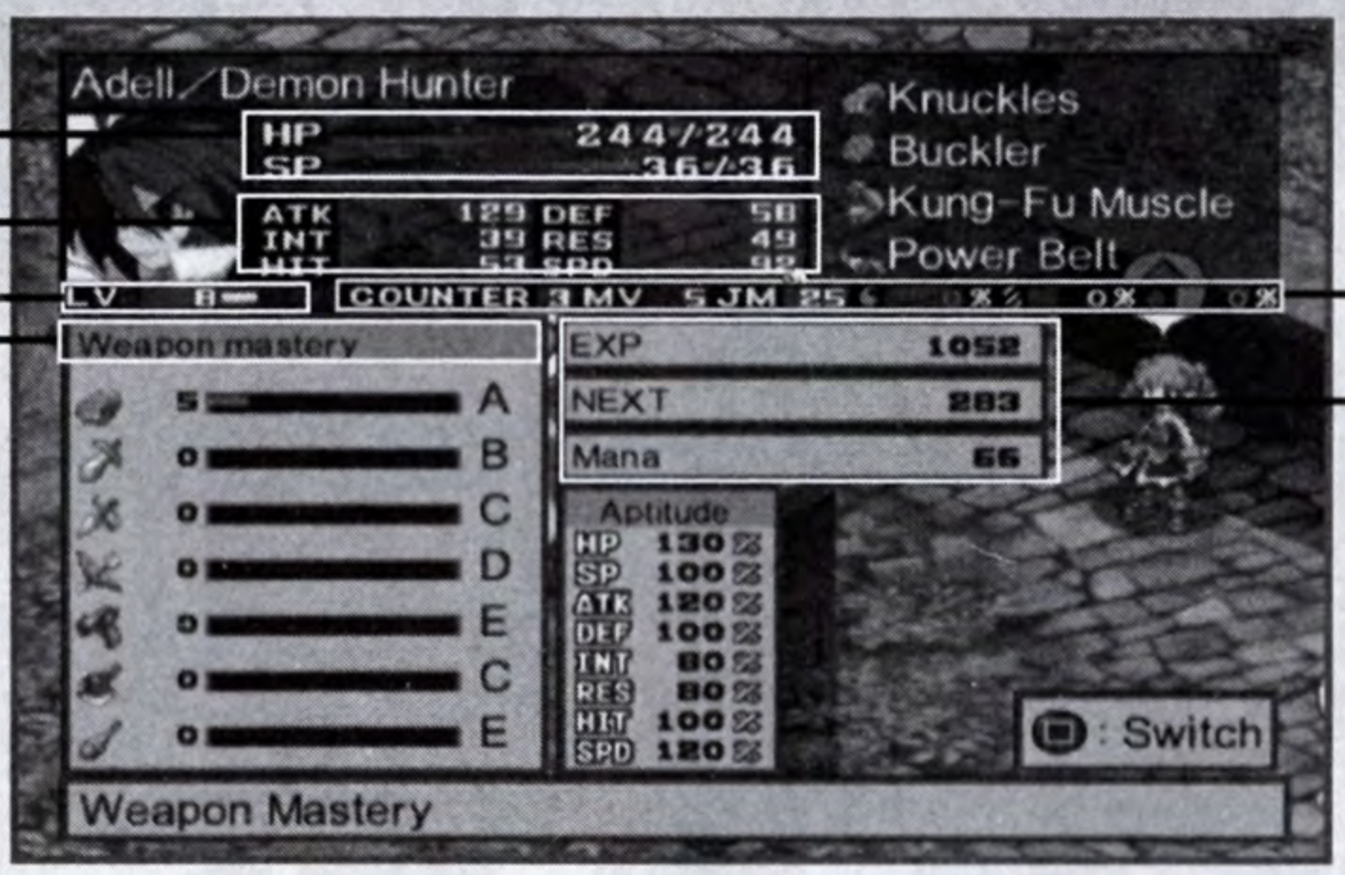
Step7

Final Check.
Selecting the X Button here will confirm your character creation, and will create your new apprentice.

✦ There is a special relationship between the master and apprentice called "Extra Gain."
See p.23 for details.

INTERMEDIATE

How to Read the Status Screen



1	LV	The character's level.
2	HP	Health Points (You can no longer fight when you reach 0)
	SP	Skill Points (Magical powers that will be used up when you use "Special Moves")
3	ATK	Attack
	DEF	Defense
	INT	Intelligence (Affects the intensity of magic type skills)
	RES	Resistance (Affects resistance to magic type skills)
	HIT	Accuracy of Hits
	SPD	Speed (Affects how often you can dodge)
4	COUNTER	Number of Counter Attacks
	MV	Movement range (How many units you can move)
	JM	Character's Jump ability (How many units you can jump up).
5	Fire	Resistance against fire type magic✦
	Wind	Resistance against wind type magic✦
	Water	Resistance against water type magic✦
6	EXP	Current experience points
	NEXT	The amount of experience points needed for next level up
	Mana	Energy for using the Dark Assembly (p.26)

✦ The standard value for resistance is 0. If the value is positive, there is resistance to the magic type, and will reduce damage caused.

✦ If the value is negative, greater damage will be caused by the magic type.

Level Up

Characters will level up by gaining experience from fighting battles and defeating the enemy.
When the character levels up, each stat will go up.
Sometimes, a character may learn a new unique Special Move.

Conditions for Winning

Defeating all enemies on the area map is considered clearing the map.
You can clear the map without defeating neutral characters.
(Status displayed in blue are friendly characters, red are enemy characters, and yellow are netural characters.)

Game Over

When your characters out on the battle map (max 10) are all defeated and are unable to fight, it is Game Over.
You will be returned to the title screen, and will have to continue from your last save.

INTERMEDIATE

Abnormal Status Effect

	Poison	HP will decrease each turn. ✦1
	Sleep	You cannot do anything for a period of time. ✦2
	Paralyze	You cannot move. ✦3
	Amnesia	You cannot use Special Moves.
	Deprave	You will not be able to gain experience, and each stat will go down 20%.

All abnormal status effects can be cured by using the "Fairy Dust" item, "Espoir" magic, or at the hospital..

✦1 HP will decrease by 20%
✦2 While in Sleep status, enemy attacks will always be criticals. You will also wake up from Sleep when attacked.
✦3 You cannot move, and SPD (speed) will become 1

INTERMEDIATE

Weapon Mastery

What is Weapon Mastery?

There are 7 types of weapons that human type characters can equip, and the proficiency for each weapon is called "Weapon Mastery." For example, the weapon mastery for swords will increase by continuing to use sword type weapons. Once you reach a certain level, you can then learn a Special Move that is specific to the weapon type.
Also, each character has different weapons they are good with, and bad with. The Status Screen displays how compatible the character and weapon are by ranking them from S~E. They are most compatible with S rank weapons, then A, then B, and so on. The higher the rank, the faster you will gain Weapon Mastery, and the faster you will gain levels. For weapons other than the staff, there are bonuses that allow for weapon skill improvement according to the Weapon Mastery level.
For beginners, it is better to use the more compatible weapon types for a longer time.

Fist	A weapon fit for hand-to-hand combat. Higher chance of team attacks, and an increased number of counter-attacks are its characteristic. Depends on attack power (ATK) and speed (SPD). Special moves include ones that can move the opponent's position.
Sword	A standard weapon. There are also many useful skills within the Special Moves.
Spear	On a normal attack, it can reach an opponent 2 units in front. Upon receiving an enemy attack from the front, it has a chance to guard.
Bow	Specializes in ranged attacks. Normal attacks are affected by attack power (ATK) and accuracy (HIT). When an enemy is defeated with the bow attack as its killing blow, there is a chance of a treasure chest appearing.
Gun	The weapon with the longest range. Accuracy (HIT) damages the target.
Axe	The most powerful weapon. Accuracy of hitting is low, but if it hits, the damage is great. There is a chance of the hit lowering the opponent's defense (DEF). There is also a high critical chance.
Staff	There are no Special Moves, but the higher the weapon mastery of the staff, the wider the range and distance of magic spells.

Monster Exclusive Weapons	Weapons that only monster type characters can equip. There is no weapon mastery.

On the status screen, when you check the weapon mastery and it only displays "_" and the ranks don't show, it means the character is a monster type character. Monster type characters cannot equip weapons other than the Monster Exclusive Weapons.

INTERMEDIATE

A Shortcut to Victory

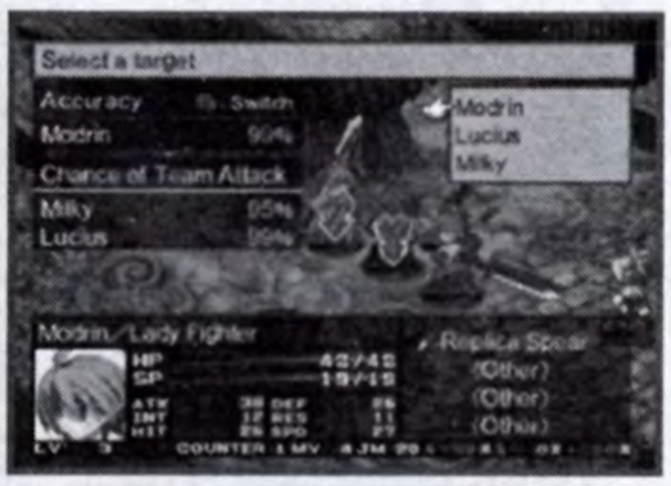
Here, we will introduce short cut techniques to winning battles.

Attack Direction

When attacking an enemy, you can apply greater damage by attacking from the side rather than the front, the back rather than the side. (The attacking direction also affects your accuracy of hitting the enemy.) This is basic knowledge to efficiently cause damage to your enemy. It's a good thing to remember this.

Team Attacks

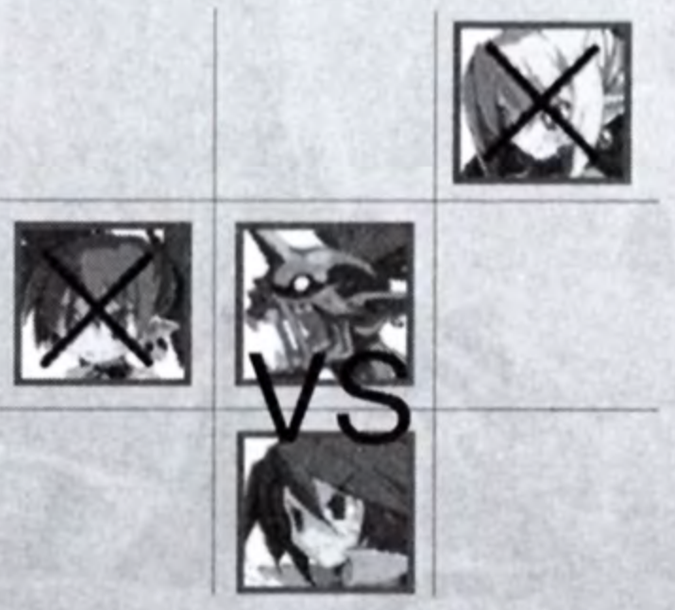
When attacking an enemy, there is a chance for the attacker to team up with an ally who is standing in front, back, or next to him/her.



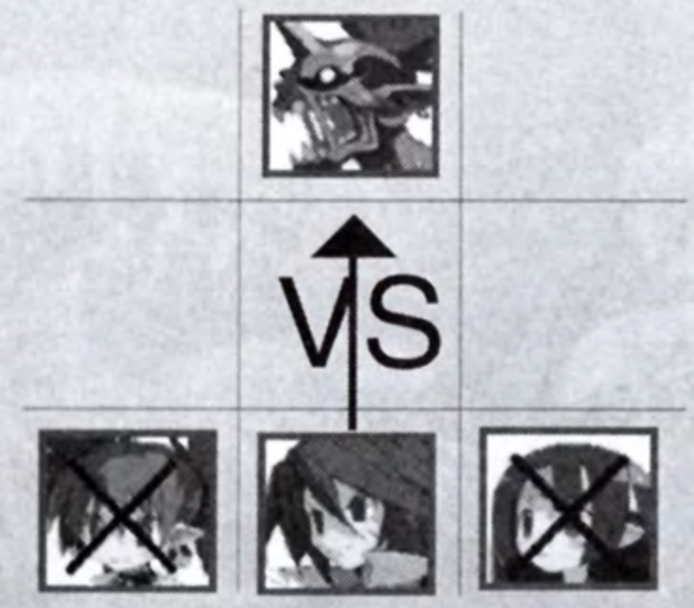
Special Move

- The attacking character selects the "Attack" command. ("Special Move" will not cause a team attack)
- The attacking character is next to the enemy.
- The attacking character is next to a friend.

Adell and the PetitOrc are next to each other, and Adell is next to one or more friends, so a team attack can happen.



A friend is not next to Adell so a team attack will not happen.



Adell and the PetitOrc are not next to each other, so a chain will not happen. (Such as when using a spear, bow, or gun)

✦ Enemies can also use combo attacks.

Combo

Attacking the same enemy consecutively is called a "Combo."
Specific examples may include:

1. Register 4 characters to consecutively attack 1 enemy target.
2. "Execute" will command the attacks to be executed.
3. The 4 characters will attack in a series, and a three chain combo will be formed. (The first attack does not count)

The more combos there are, the greater the damage becomes.
The bonus gauge can also be filled more efficiently.

The important thing about combos is that you must consecutively attack the same enemy target or else the combo will not happen. If you attack a different target, or do something else such as heal, the combo will end, so be careful.

Extra Gain

By using the Assembly and making apprentices, a master-apprentice relationship forms between the apprentice and the character who created him/her. The chance of forming team attacks of master and apprentice is much higher than normal. The master will gain bonus points in each stat as the apprentice levels up. In battle, when a master and apprentice are next to each other, magic spells that the apprentice knows can be used by the master even with level 0 in that skill. By using this and leveling the proficiency to more than level 1, the master can learn that magic spell. (Once learned, the master does not have to be next to the apprentice to be able to use that skill.) This master-apprentice relationship is summed up and called "Extra Gain."

- **Status UP**

The apprentice levels up

▼

The master (Adell) gets bonus stat!

- **Use the Apprentice's Magic**

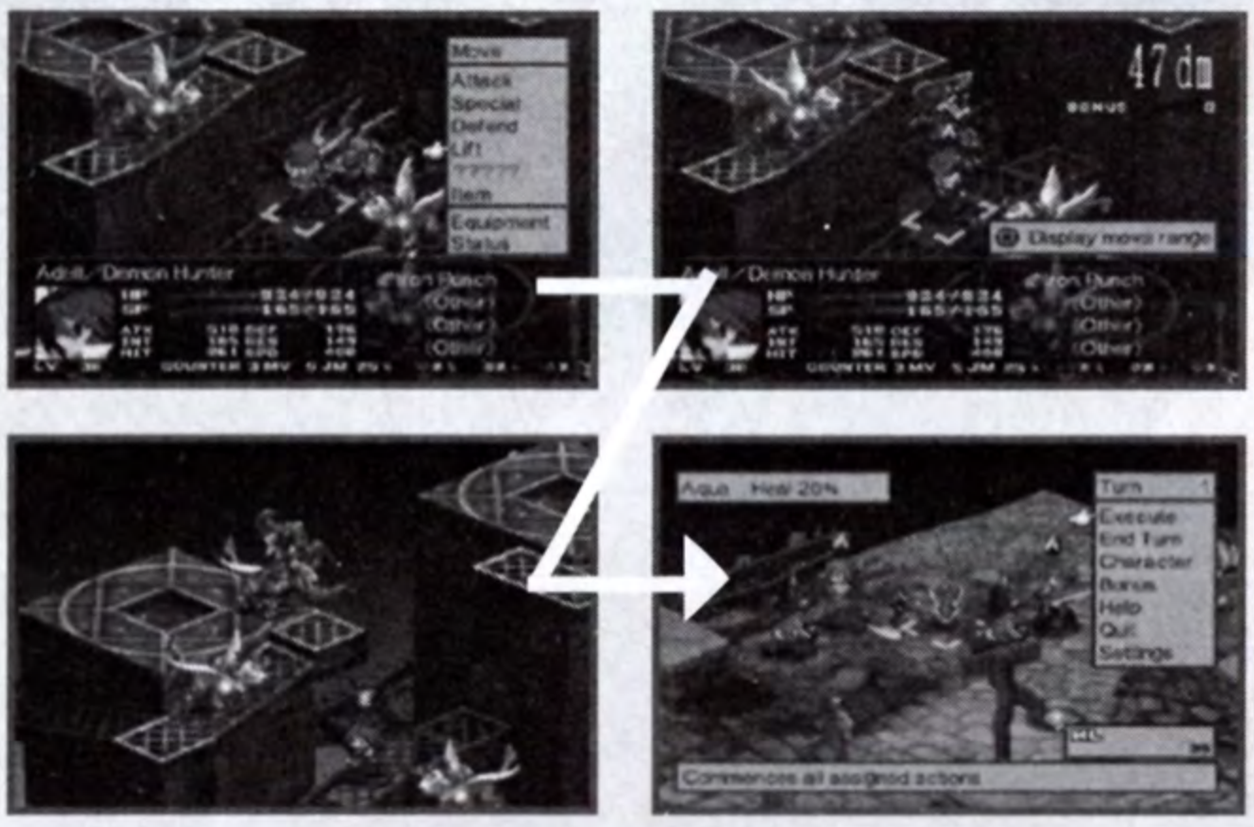
The master (Adell) will be able to use the apprentice's (Aileen's) magic.

Techinque of Throwing

There are many uses of "Throw."
There are basic uses such as tossing your friends farther away so that they can run away, or tossing the enemy farther away and pushing them away from you. You can lift up many characters and repeat throwing in order to gain more distance, or lift characters to evade an attack, or come up with different ways with your own ideas.

Throw n Catch

Here is an introduction to an application of the "Throw" techinique. If there is a friendly character where you are about to throw to, the receiving character can catch the thrown character and come into the lift position.



You can throw the characters in the towered state to another tower of friendly characters, and they can catch them too. But if the receiving character (or top of the tower) is a monster type character, they cannot catch.

- If you throw a Prinny, you cannot catch them, and it will explode.
- If you throw an enemy into another enemy, they will combine and become stronger (You cannot throw at a boss)

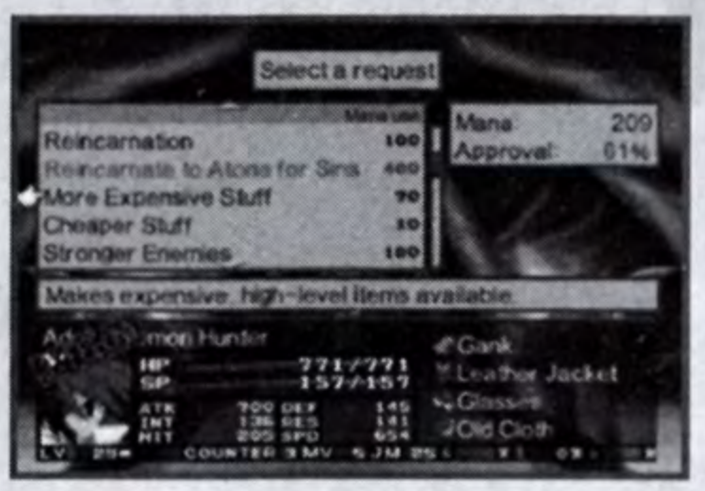
Remain in a Spot and Attack

If you keep attacking from the same place without moving, the attack power will increase each turn that goes by. Once you move, this effect will reset. But if the character doesn't use the "Move" command and lets another character throw him/her, the effect will not reset. There are many other factors that exists. Try them out and find your own tactics of fighting.

INTERMEDIATE Make Use of the Dark Assembly!

Here we will introduce one of the important facilities, the Dark Assembly.

What is the Dark Assembly?



This is the place where you can suggest different bills such as getting an apprentice (making a character) or requests for the shops' product line. If it is a simple topic, the Assembly does not need to approve it, but if it is important, you will need the approval of the Dark Assembly.

What is Mana?

"Mana" is the energy required to make use of the Assembly. You can gain Mana by defeating enemies. Therefore, characters who have not defeated any enemies cannot use the Assembly. Also, the more important the bill, the more Mana it will require.

Suggesting Bills (Requests) to the Assembly

When certain requirements are met, the choices of topics to suggest to the Assembly increase.

Bills that need approval from the Assembly will be decided by votes by the Senators of the Assembly. In the Dark Assembly, one senator does not equal one vote. The votes are influenced by the impact of the senator's voice, so even if you have more than half the Assembly in your favor, it does not necessarily mean that it will be approved. To start the voting process, bring up the menu with the △ Button and select "Begin Vote."

If you don't think you can win, it may be wise to "Return to Base Map." (The Mana used to gather the Assembly will not be returned)

Decision Making Method ◀◀◀	If the accepting vote is at least one point more than the objecting vote, the bill is approved.

Differences in Power of Voice by Faction

Ghost Party Senator	Weak Voice	Often they are asleep, they may not vote at all.
PetitOrc Party Senator	Weak Voice	They love girls. (Female characters have an advantage)
White Dragon Party Senator	Normal Voice	Being clean perfectionists, they will never allow cheating.
Mothman Party Senator	Normal Voice	They love monsters. (Monster type characters have an advantage)
Wood Golem Party Senator	Strong Voice	They hate the Baciel Party and are always against them.
Baciel Party Senator	Strong Voice	They are drunk, and may make mistakes on the vote.

Strong Voice = 50 points Normal Voice = 30 points Weak Voice = 10 points

✦ The parties with the same power of voice are on opposing factions..

Manuevering Behind Scenes

Bribes

You can manipulate the senator's impressions by giving them items from your Item Bag (bribes). If the faction with a strong voice is showing that they do not approve, lure them in with bribes. The bribe will affect all members of that party. You must also remember that at the same time, the opposing faction will be affected in the other way.

Cellphone

There is a chance that you might get a cellphone with the phone numbers of each faction. When you use this cellphone, you can prearrange for that faction to approve you on your next bill. If there is a bill you must get approved, it is probably very useful.

A Legendary Senator!?

It is said that some legendary senators do exist. They are legendary, so it is quite rare for them to appear. It is rumored that they cause massive trouble in assemblies they attend.

INTERMEDIATE Master the GeoEffect!

Here we will explain an important factor during battle, called the GeoEffect. The GeoEffect is the general term for the factors below.

What is the GeoPanel?

A colored panel on the map is a GeoPanel. Standing on it will make the character receive the corresponding GeoEffect. The effect is decided by the GeoSymbol on the same color panel, and has no effect if there is no GeoSymbol.

What is the GeoSymbol?

The GeoSymbol is the source of the effect of the GeoPanels, and can only be eliminated by destroying them or Lifting/Throwing. But GeoSymbols consist of not only bad effects, but some that can be used to your advantage.

Examples of GeoSymbol Effects

Attack power +50%	Characters (friend and enemy) on GeoPanels with this effect get a 50% increase in their attack power.
Number of Attacks +X times	Characters (friend and enemy) on GeoPanels with this effect get X more attacks.
Warp	Characters on GeoPanels with this effect will warp after each turn.
Clone	One character on GeoPanels with this effect will be copied.
Invincible	Characters on GeoPanels with this effect will be invincible to all attacks.

✦ There are many more funky cool GeoPanels with many different effects.

Color Change

Some GeoSymbols have an effect called "Color Change."
This effect will occur when the GeoSymbol is destroyed.
For example, when you destroy a GeoSymbol that has a "Change Red" effect, all panels that are the same color as the panel the GeoSymbol is on will turn into red panels. When this happens, if the "Change Red" GeoSymbol is already on a red panel, nothing will happen, but when it is on a different color, all characters (both friend and enemy) on that color panel will take some damage when the color changes to red.
There is also a GeoSymbol with the effect "Null." When destroyed, all panels that are the same color as the panel the GeoSymbol is on will be nullified, and disappear.
Using this Null effect, you can destroy all color panels on the map and gain a "Panel Termination Bonus."

Techniques for Color Chains & Panel Termination

By placing the "Color Change" panels in the proper places, you can create a color chain.

The basic process is a combination of:

[Destroy a Color Change GeoSymbol]

▼

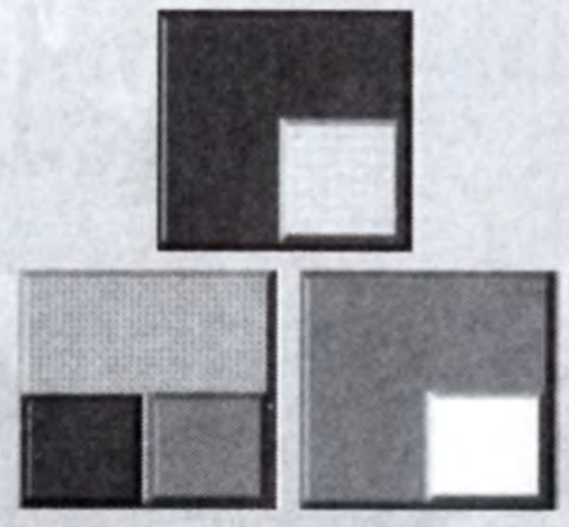
[Change the GeoPanel colors with that effect]

▼

[Using the effect, destroy another Color Change GeoSymbol].

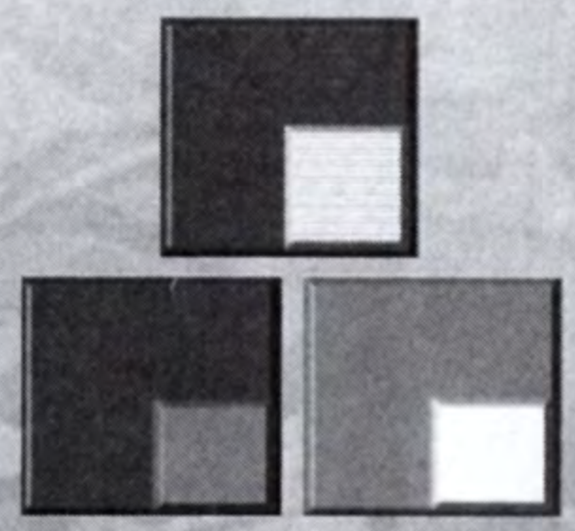
(Ex.)

1 Place the GeoSymbols on different color GeoPanels.

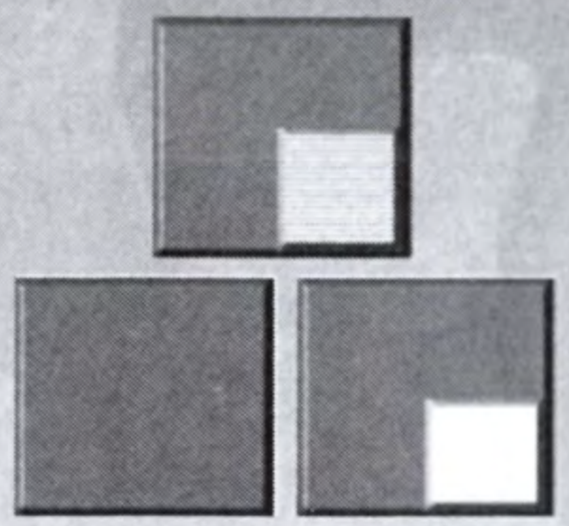


How to look at the Panel:
For example, in the lower left, a "Change Red" and "Change Green" GeoSymbol are both on a blue GeoPanel.

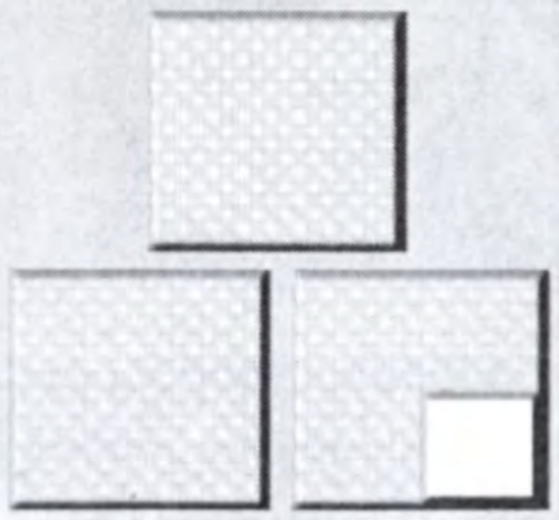
2 Destroy the Change Red GeoSymbol in the lower left. A shock wave will occur changing the Blue GeoPanels to Red GeoPanels.



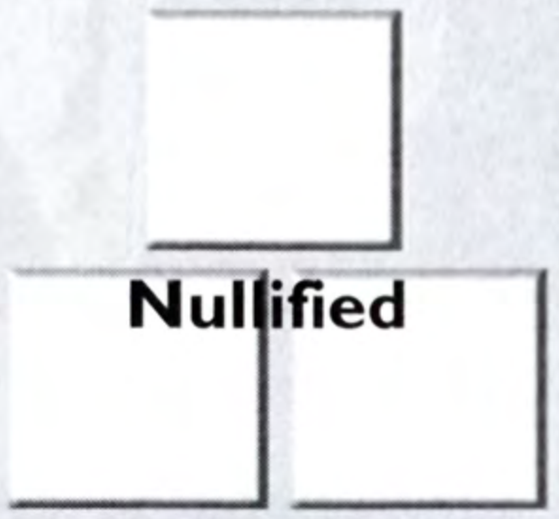
3 The change from **[Blue > Red GeoPanel]** will cause the "Change Green" GeoSymbol to be destroyed. **(First chain)**
The shockwave from destroying the "Change Green" GeoSymbol will turn all the Red GeoPanels into Green GeoPanels.



4 The change from **[Red > Green GeoPanel]** will cause the "Change Purple" GeoSymbol to be destroyed. **(Second Chain)**
The shockwave from destroying the "Change Purple" GeoSymbol will now turn all the Green GeoPanels into Purple GeoPanels.

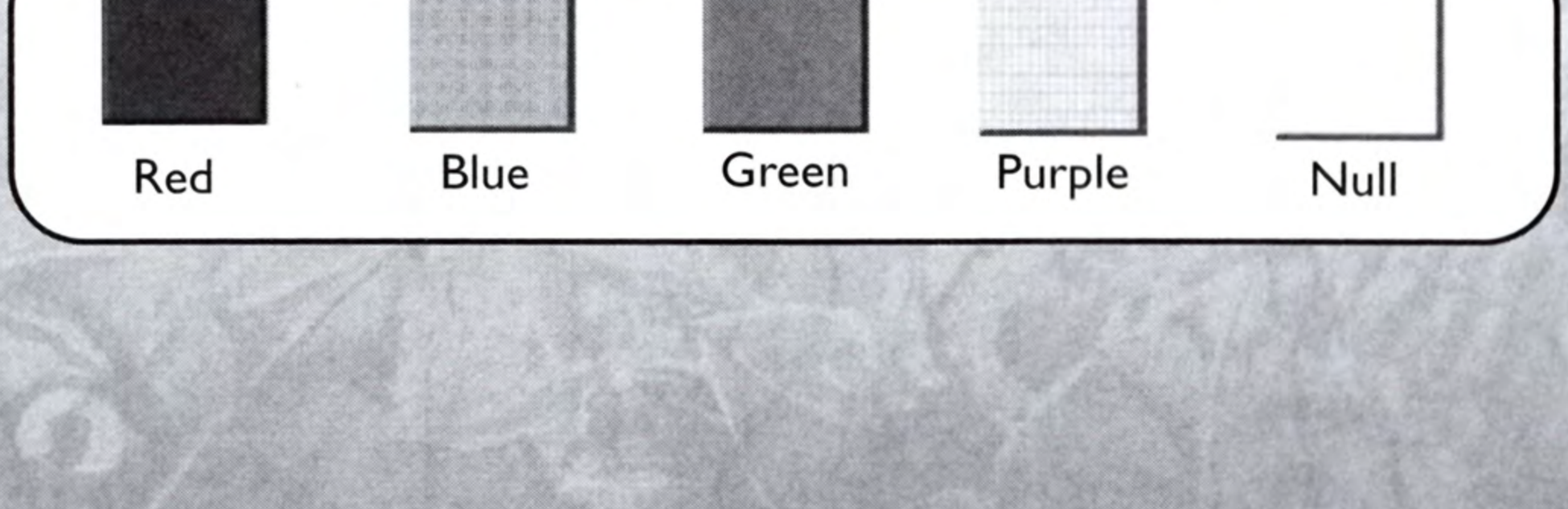


5 The change from **[Green > Purple GeoPanel]** will cause the "Null" GeoSymbol to be destroyed. **(Third Chain)**



As a result, the Purple GeoPanel will be nullified, and all the GeoPanels on the map will disappear. This is "Panel Termination."
When "Panel Termination" occurs, a huge explosion will occur and all enemy characters on the map will receive damage.

- ✦ Sometimes, there are little fairies (Geo Monsters) hiding under GeoSymbols.
  They change the placement of the GeoSymbols on their own, so it might make things difficult...
- ✦ Wisemen (Geomancers) are experts on GeoEffects.
  Especially in the Item World, they have a Special Move called "GeoChange" which can reset the placement of the GeoSymbols, or can destroy any strong GeoSymbol with just one hit. They also are not affected by the damage that is caused when Color Change shockwaves occur.



ADVANCED Play Through the Item World!

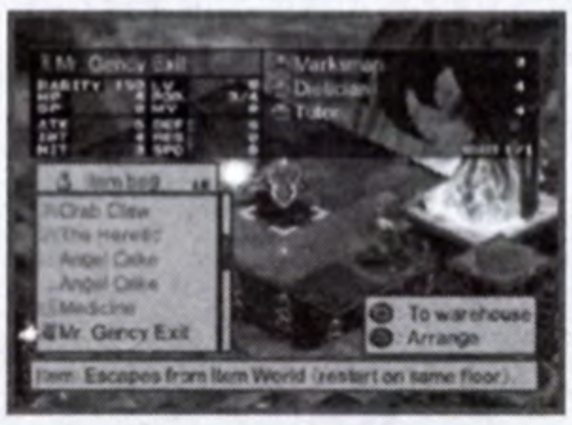
This will explain the Item World, where you can go to level up your characters and items.

Dive, Dive and Level the Item

The Item World has a hierarchical structure. After you clear a stage or walk through the Space Gate, you will go onto the next stage, and the item will go up one level. The deeper you dive into the Item World, the more the item will level, but the enemy will also become stronger.

How do you get out of the Item World?

You can clear the boss on the map on every ten levels, or use the "Mr. Gency Exit" item in order to come out of the Item World. The next time you dive, you can continue from the stage you left off with.



Innocent Town

Every ten levels, you can visit the residents of the Item World in a place called "Innocent Town." It might be interesting to see how they live.

Gates other than the Space Gate

Mystery Gate

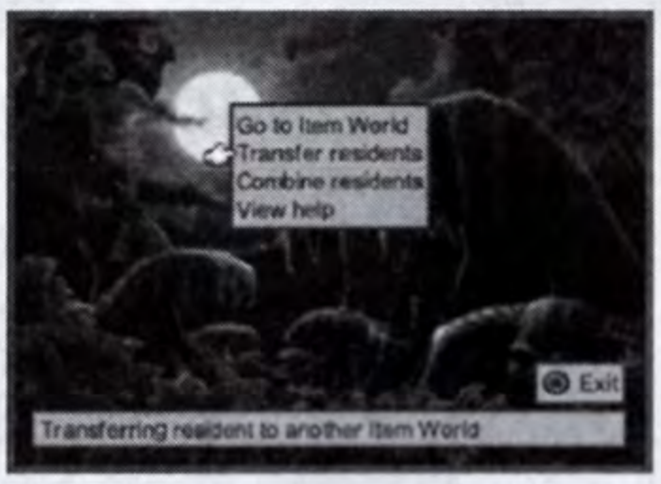
When you walk through this gate, you will enter a small room where something mysterious will happen.
The only way to find out is to enter ...

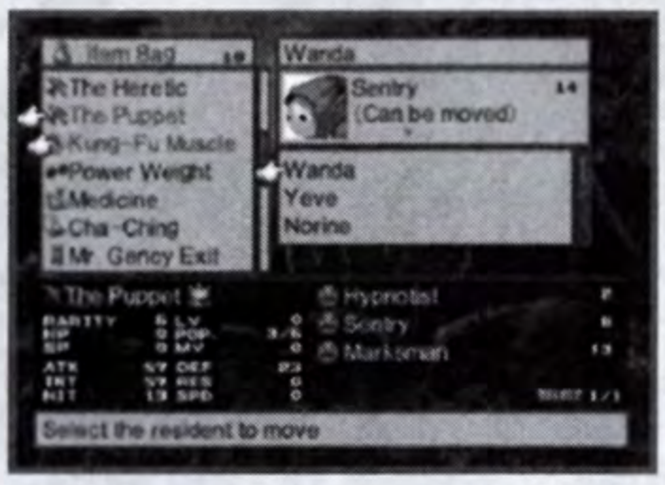
Court Gate

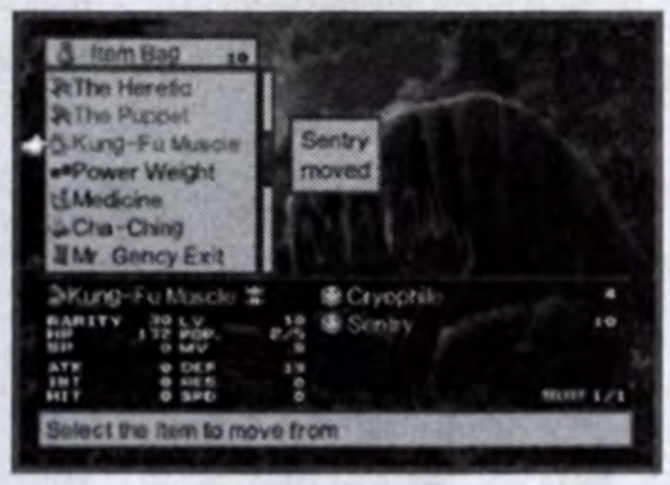
When you enter the gate, the character who enters it will receive the trial and will receive a felony.
Court Gates are found in items with a "Bailiff", such as in subpeonas.
For an item with the status "Bailiff 5", the Court Gate is on the 5th floor.

Moving Innocents

When you conquer Innocents, such as "Gladiators" or "Sentries" who are residents of the item and make the item status better, you will be able to move them to different items. But there are Population Limits in the Item World, and you cannot have more than the maximum number of Innocents in the item. The poplulation limit is indicated by the item's status under POP.
For example, if it says 1/4, there is only 1 Innocent, but the population limit for the item is 4.

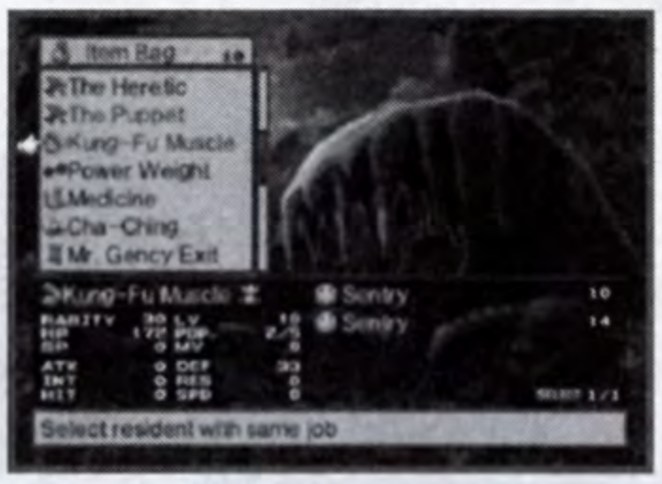


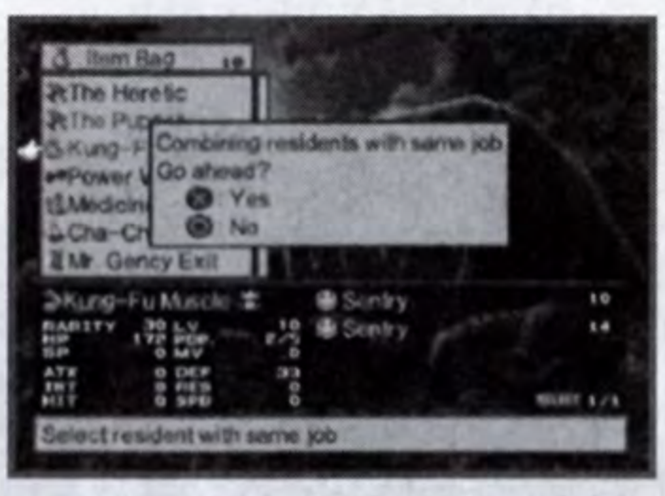


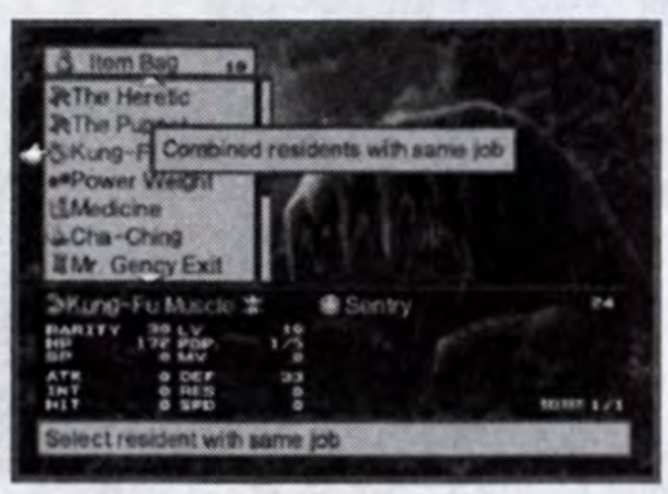


Combining Innocents

Innocents with the same job (2 Gladiators for example) can be combined.
Although you can move many Innocents into a single item, you are limited by the population limit.
But if you combine the Innocents with the same jobs, you will have more space for other residents. In other words, combining is organizing.

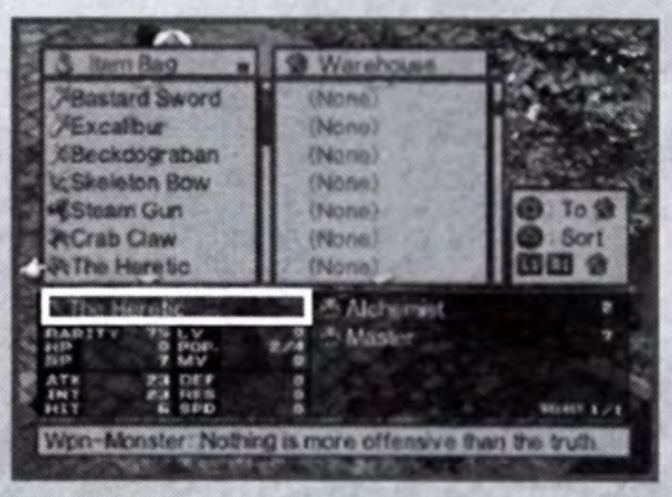






Rarity

Rarity is the item's worth in terms of how rare it is. The RARITY is displayed under the item's status. The lower the number, the more uncommon it is, and the more worth it has. Some items have such low RARITY that they are labeled "RARE" or "LEGEND" items. Rare and Legend items have higher skill values and have a larger population limit.
Also, the Item World is much deeper, so you can level the item more. Try to find as many rare items as you can!

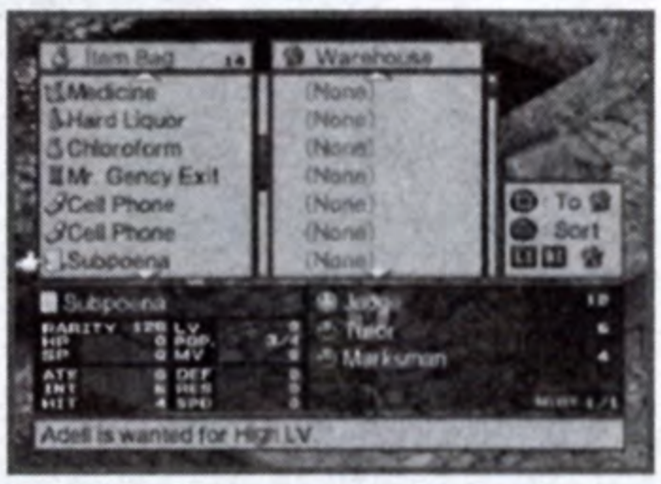


ADVANCED

The Dark Court is Now in Session!

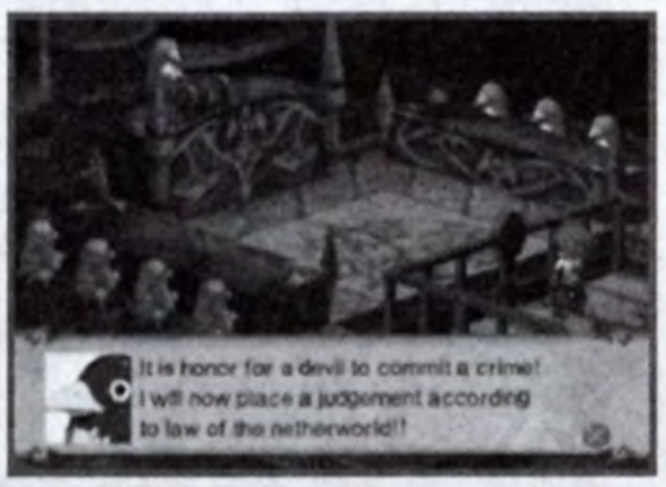
Where is the Dark Court?

The Court is inside the Item World of a Subpoena that you can get from the Post Officer.
Under the Subpoena's status, you will find an Innocent labeled as "Bailiff."
For example, if it says "Bailiff 9," you must enter the Court Gate in the Item World's 9th stage to enter the Court.



Pinning Crimes on Others

Regardless of who the Subpoena is for, the character who enters the Court Gate will receive the trial and get the felony. This means you can pin crimes on anyone, and by doing so, you can concentrate on pinning all your crimes on just one character to build up many criminal records.



- ✦ Criminal Records are honorable for demons, and there are no real losses for being a convicted criminal.
  - ✹Shopping becomes a little less expensive.
  - ✹You give a better impression on members of the Assembly.

Q & A

Q **When you defeat an enemy with a team attack, do the characters who participate in the attack get experience also?**

A Yes, you can. More specifically:
The character who does the attack =Receives all the experience that is set for the enemy. Characters who participated in the chain =The experience is split evenly between the participating charatcers.

Q **Who gets the [Exp+ XX] in the Stage Clear Bonus Chart?**

A Everyone who is on the area map when the stage is cleared gets that experience bonus. Characters who have been defeated, or have returned to the base panel when the stage is cleared will not get that experience.

Q **What is the difference between the [Item Bag] and the [Warehouse]?**

A Items that are in the Item Bag are useable during a battle.
Items in the Warehouse cannot be used in battle.
We recommend that you organize items you may want to use during battle before you enter.

Q **Recently I've heard about these Pirates who are causing trouble in the Item World but...?**

A It's true. We're waiting for a brave soul who can get rid of them.

Q **I've been thinking about washing up from being a criminal and I want to be pure again but...?**

A You should go see the Dark Assembly and suggest the bill "Reincarnate as a Prinny and atone for my sins."

Q **What should I send for bribes?**

A Each Assembly member has different likes and dislikes, so use your cursor and check a member you want to raise your impression with, and look through your items to see what they want.

Q **I want to use Kanji in my characters' names but...?**

A Ok, good for you.
(I've heard rumors that you can suggest it to the Dark Assembly...)

Q **Can you call anywhere from the cell phones?**

A It's a cheap phone so you can only call certain people from certain places.

9

Q **I can only use "GeoChange" once on one area map but...?**

A It uses a large amount of force that is similar to SP, so it is limited to only one use per map.

10

Q **Healers don't have much of a chance to defeat the enemy, so how should I level her up?**

A You can also gain experience points from healing and support magic. Supporting backup classes can level them up too.

11

Q **I ascended to challenge the Dark Sun, but I couldn't fight it, and all the enemies on the area map leveled up. Why?**

A You're a criminal, aren't you.
The Dark Sun will absorb characters with felonies and raise the status of enemy characters. Be careful.

12

Q **I had full inventory in both my Item Bag and Warehouse, and lost a rare item...**

A Sometimes, really good items may be included in the Stage Clear Bonuses. Make sure you have room in your Item Bag and Warehouse so that you can accept these when they come.
Also, if you have space in your Item Bag and get an item from a treasure chest in the middle of a stage, you can use it on the spot.

13

Q **I commanded (entered) a Special Move, but it never got carried out, and says that the character has already taken action. Why?**

A After the input, did a friendly character move into the character's Special Move's preparatory action area? If a friendly character is in their preparatory action area, the Special Move is unable to be executed, and will be labeled as action taken. If the target of the Special Move is defeated by another character before it happens, the Special Move will be cancelled. In this case, you can re-enter another command.

14

Q **The enemies are too strong and I can't get past them!**

A If you encounter enemies that are way too strong, such as those over LV 1000, try losing. It's one way.

15

Q **I can't solve the Geo Panel Puzzle...**

A Try Lifting/Throwing to toss your ally to the other side, or lift over and over again to create a tower of stack attacks. Try everything.

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